



# VING COSMOS

Sorcerer 18 (Wild Magic)  
CLASS & LEVEL  
Human  
RACE/ANCESTRY/HERITAGE

278,250  
EXPERIENCE POINTS  
Sage  
BACKGROUND

Convention Player  
PLAYER NAME  
Crimson Conspiracy Ch1  
CAMPAIGN or PLAYER ID

STR  
**+2**  
14

**+6** PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE  
**15** **+8** **30 ft.**

SPEED

### FEATURES, TRAITS & MORE

**Alignment: Chaotic Neutral.** I follow my shifting whims with little concern about rules or later consequences.

DEX  
**+3**  
16

### SAVING THROWS

- +2 Strength Saves
- +3 Dexterity Saves
- +9 Constitution Saves \*
- +3 Intelligence Saves
- +3 Wisdom Saves
- +11 Charisma Saves \*
- \* Prof. bonus added

Armor Worn: none

HIT POINTS HIT DICE  
**128** **18d6**

DEATH SAVES: Success O O O Fail O O O

### Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Tech:** Medieval / Steel Age.
- **Traits:** Selfish Arrogant
- **Ideal:** Discovery at any cost.
- **Bond:** Never forgets past students.
- **Flaw:** Gambler

CON  
**+3**  
16

### SKILLS

- +3 Acrobatics (*Dex*)
- +3 Animal Handling (*Wis*)
- +9 Arcana (*Int*) \*
- +2 Athletics (*Str*)
- +11 Deception (*Cha*) \*
- +9 History (*Int*) \*
- +3 Insight (*Wis*)
- +11 Intimidation (*Cha*) \*
- +3 Investigation (*Int*)
- +3 Medicine (*Wis*)
- +3 Nature (*Int*)
- +3 Perception (*Wis*)
- +5 Performance (*Cha*)
- +5 Persuasion (*Cha*)
- +3 Religion (*Int*)
- +3 Sleight of Hand (*Dex*)
- +3 Stealth (*Dex*)
- +3 Survival (*Wis*)

### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Quarterstaff +3.** *Melee Weapon Attack:* +11 to hit, reach 5 ft. *Hit:* 1d6+5 bludgeoning damage. (If used two-handed in melee, does 1d8+5 damage.)

INT  
**+3**  
17

**Dagger +2.** *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. 1d4+5 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

### MAGIC, FEATS & SPECIAL ATTACKS

**Feats** - see next page

**Chill Touch Cantrip.** *Ranged Spell Attack:* +11 to hit, target one creature within 120 ft. range. *Hit:* 4d8 necrotic damage and can't regain HP until the start of your next turn. If target is undead, it also suffers disadvantage on attack rolls until the end of your next turn.

WIS  
**+3**  
16

\* Prof. bonus added

**13** PASSIVE WISDOM (PERCEPTION)

### EQUIPMENT & TREASURE

#### Magic Items [DMG p. 135]

- *Bracers of Defense*
- *circlet of blasting*
- *gem of seeing* (a)
- *wind fan*
- *spell scrolls* (*Darkness*)
- *potion of healing* (2d4+2 hp)
- (a) *Item attuned to character.*

**Coins & Gems:** 35,009 gold pieces (gp); 18 silver pieces (sp); 27 copper pieces (cp); 3 gems (worth 1,000 gp each)

### Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 50 years old
- Medium Size (5' 8", 182 lbs.)

### Sorcerer Class Features [PHB p. 99]

- Wild Magic Surge (after casting spell, 1 in 20 chance of rolling on the effects table found on PHB p. 104)
- Tides Of Chaos (gain adv. on attack, ability or save roll once betw. long rests)
- Font Of Magic (use up to **18 sorcery points** betw. long rests)
- Flexible Casting (use 2 sorcery points for one 1st level spell slot, 3 pts. for 2nd level slot, 5 pts. 3rd level, 6 pts. 4th level, 7 pts. 5th level)
- Bend Luck (for 2 sorcery points, add +1d4 or -1d4 to another's attack, ability or save roll)
- Controlled Chaos (roll twice on wild magic surge table, pick result)
- Spell Bombardment (if roll max. damage on a die, reroll die and add both results)

### Metamagic [PHB p. 101]

- Careful Spell (for 1 sorcery point, exclude 5 targets from spell)
- Distant Spell (for 1 sorcery point, double range of spell)
- Empower Spell (for 1 sorcery point, reroll up to 5 damage dice)
- Extend Spell (for 1 sorcery point, double spell duration [max. 24 hours])

### PROFICIENCIES & LANGUAGES

**Armor:** none

**Weapons:** dagger, dart, light crossbow, quarterstaff, sling

**Tools:** none

**Saving Throws:** Constitution, Charisma

**Skills:** Arcana, Deception, History, Intimidation

**Languages:** Common, Dwarvish, Goblin, Primal

### ENCUMBRANCE

**Lifting & Carrying:** 210 lbs. max. carrying capacity; 420 lbs. pushing or dragging (speed -5 ft.); 420 lbs. max. lift.

## MAGIC SPELLS

### Spellcasting [PHB p. 201]

**Spell Attack Modifier +11**  
**Spell Save DC 19**

**Cantrips Known:** *Chill Touch, Friends, Light, Mage Hand, Mending, Prestidigitation*

### Prepared Spells

1st Level (4 slots): *Magic Missile, Mage Armor*

2nd Level (3 slots): *Invisibility, Crown of Madness, Enhance Ability*

3rd Level (3 slots): *Fireball*

4th Level (3 slots): *Dominate Beast*

5th Level (3 slots): *Cone of Cold*

6th Level (1 slot): *Circle of Death, Disintegrate*

7th Level (1 slot): *Finger of Death*

8th Level (1 slot): *Dominate Monster, Earthquake*

9th Level (1 slot): *Meteor Swarm, Power Word Kill*

## PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

## FEATS

**Alert Feat [PHB p. 165]:** Initiative boosted, cannot be surprised, hidden attackers don't get adv. against you.

**Mage Slayer Feat [PHB p. 168]:** Reaction to attack spellcaster within 5 feet, hit spellcasters have disadv. on concentration, you get adv. to save vs. spells cast within 5 feet.

**War Caster Feat [PHB p. 170]:** Adv. on Constitution saves to maintain concentration when hit, cast somatic even when something in both hands, cast spell for opportunity attack reaction.

## ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

## BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

## MORE EQUIPMENT

**Carried Gear [PHB, p. 143]:** two (2) daggers, quarterstaff, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 9 lbs.; add 1 lb. per 50 coins carried.)

## MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

## REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

## FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.